AMENDMENTS TO THE CLAIMS

Kindly amend the claims as follows:

1. (Currently Amended) A hand-held game machine capable of playing games ~~designed to run on~~ from a multiplicity of other types of machines.

2. (Original) A machine according to claim 1 and comprising:

a computer having hardware, an operating system, input keys and an output unit;

a game storage unit to store said games; and

a compatibility layer to interface between said computer and the input/output and

operational expectations of a current game.

3. (Currently Amended) A machine according to claim 2 and wherein said compatibility layer comprises an input mapper and at least two ~~one~~ operating system emulators.

4. (Original) A machine according to claim 3 and wherein said input mapper comprises a converter to convert between said input keys and said input expectations of said current game.

5. (Currently Amended) A machine according to claim 4 wherein each said other machine includes at least one input device and wherein said input mapper comprises conversion units, one per type of input device.

6. (Original) A machine according to claim 4 and wherein said input mapper comprises a request unit to determine a type of input device from an input request from said current game.

7. (Original) A machine according to claim 6 and wherein said input mapper selects the type of input device to emulate from the output of said request unit.

8. (Currently Amended) A compatibility layer for a game machine to enable said game machine to run games written for a multiplicity of other types of machines.

9. (Currently Amended) A layer according to claim 8 and wherein said compatibility layer comprises an input mapper and at least two operating system emulators.

10. (Original) A layer according to claim 9 and wherein said input mapper comprises a converter to convert between input keys of said game machine and input expectations of a current game.

11. (Original) A layer according to claim 10 and wherein said input mapper comprises conversion units, one per type of input device.

12. (Original) A layer according to claim 10 and wherein said input mapper comprises a request unit to determine a type of input device from an input request from said current game.

13. (Original) A layer according to claim 12 and wherein said input mapper selects the type of input device to emulate from the output of said request unit.

14 - 18. (Canceled)

19. (Currently Amended) A method for running a computer game, the method comprising:

receiving on a current machine a downloaded computer game designed for a different machine than said current machine;

selecting an operating system (OS) emulator, from among a multiplicity of OS emulators, for the OS for which said game was designed;

indicating the input devices expected by said computer game;

configuring the input devices of said current machine to act like said expected input devices; and

running said computer game with said current input devices and said selected OS emulator.

20. (Original) A method according to claim 19 and wherein said running comprises converting between input devices of said game machine and input expectations of said game.

21. (Original) A method according to claim 20 and wherein said converting comprises utilizing conversion units, one per type of input device.